

Rules for Outdoor 7 v 7 Soccer

Gospel Hmong Alliance

1. Number of Players:

Six or seven field players and one goalkeeper as set forth below.

- a) 6 + goalkeeper
- b) 7 field players + goalkeeper

Teams must have a minimum of five (5) or six (6) players to begin, continue and conclude a match. The official will start the game clock as scheduled, but provide teams with fewer than five (5) or six (6) players, a ten (10) minute grace period to produce the minimum required five (5) or six (6) players before a forfeit is awarded to the opposing team, with the resulting score registered as a 1-0 result.

2. Ball:

All Size five

3. Substitutions:

Unlimited "on the fly" with the referee's permission. Must occur at the halfway line and must not interfere with play (IFK)

4. Rosters: Sixteen (16).

5. Equipment:

- a) All players must wear shin guards.
- b) Teams are required to have an alternate colored jersey.

6. Duration of Play: Type of Play Half Halftime

7. Kickoff: On the whistle, ball may be played in any direction on the first touch.

8. Five Second Restart Rule: A restart must occur within 5 seconds of placing the ball for a free kick, corner kick or goal kick. Goalkeepers must also release within 5 seconds after gaining possession and returning to their feet. Goalkeepers may use unlimited steps to bring the ball to the boundary of the penalty area.

9. Ball Out of Play:

If the ball has wholly crossed the goal line or touch line whether on the ground or in the air, the restart is a corner kick or throw-in.

10. Slide Tackling:

Slide tackling the ball by field players is not permitted. If penalized, an indirect free kick will be awarded to the opposing team.

11. Injuries:

Any player who is bleeding must leave the field. Time will not be stopped for injuries.

12. Goalkeeper Release:

Punts and drop kicks are not permitted. The ball must be distributed by a throw, normal place kick or kick from a dribble. If penalized, an indirect free kick will be awarded to the opposing team outside the penalty area.

13. Goalkeeper:

- a) The goalkeeper may NOT handle the ball if intentionally passed to him from the feet of his own teammate.
- b) The goalkeeper is not limited in steps in his penalty area.

14. Direct and Indirect Free Kicks:

Opposing players must give TEN FEET on all kicks and corner kicks or may be cautioned (Rekick). Kickers may not play these kicks a second time until the ball is touched by another player.

15. Misconduct Rules:

- a) YELLOW: A warning caution, no time penalty for this offense.
- b) Red: Ejection without replacement for the duration of match. The offender must leave the playing area (which includes the player's bench) and sit out the team's next match.
- c) Coaches can be issued cards and their team will play short one player for the required time.

Notes: Goalkeepers must serve their own penalties. Gospel Hmong Alliance has a "Zero Tolerance Policy" towards fighting. Any player engaged in fighting will be suspended for the remainder of the tourney. A second incident of fighting from any player on a team, in which a player has been previously suspended, will result in the ejection of the team from Tournament and may warrant exclusion from future Tournaments.

16. Tie Breakers:

1. Head to Head (or record among tied teams where applicable)
2. Least goals against
3. Most goals scored
4. Goal differential
5. Number of forfeits
17. Point System: Win=3 Tie=1 Loss=0
18. FIFA PK's